

# Itadaki Sashiage Pancake (いただきさしあげパンケーキ)

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Players: 3-5

Playing time: 30 minutes

"Itadaki Sashiage Pancake" is a delicious trick-taking game where players compete to acquire a tower of delicious-looking pancakes with various fruits and whipped cream. The game involves clever tactics to receive and offer pancakes. Each player takes turns playing a card (trick) multiple times, and when they run out of cards, the round ends. After four rounds, the player with the highest score wins.

**CARDS:** There are a total of 60 cards, consisting of 4 fruit (color) types: Strawberry (Red), Blueberry (Blue), Banana (Yellow), and Kiwi (Green).

- 1-3 cards - 3 copies of each color (36 total)
- 4 and 5 cards - 2 copies of each color (16 total)
- 6 and X cards - 1 copy of each color (8 total)

For 5 players: Use all the cards.

For 4 players: Remove all 5 cards of each color.

For 3 players: Remove all 3 and 5 cards of each color.

**SETUP:** Deal 13 cards (3 or 4 players) or 12 cards (5 players), to each player. Remaining cards are placed face down to the side.

After that, each player creates their initial "Pancake Tower." The Pancake Tower increases as players win tricks and directly affects their score.

Each player selects 3 cards (3 players) or 2 cards (4 or 5 players) from their hand and places them face up in front of themselves simultaneously, stacking them on top of each other. Once everyone has created their Pancake Tower, the round begins.

**GAME FLOW:** The lead player plays one card face up from their hand onto the table. Then, in clockwise order, the other players each play one card. If a player has a card of the same color as the lead player's card, they must play a card of that color. If they don't have a card of the same color, they can play any card.

**X Card:** X is a special card. The player who plays X must declare a number from 1 to 6. During that trick, the X card will be considered as the declared value. X

cannot be played when you are the lead player. If, by any chance, you become the lead player with only X cards in your hand, your score at the end of the round, including the points from Pancake Chance, will be 0. In this case only, you can play X as the lead player. Please play it with a value of 1.

After all players have played one card each, the player who played the highest-numbered card among the cards of the lead player's color wins all the cards on the table. In case of a tie, the player who played their card first wins.

To collect the cards, take the card played by the player on your left, stack it face down on top of your own cards in a clockwise manner, and finally place your own card on top.

Keep the stacked cards hidden, and place them face up in front of yourself. This is called your "Pancake Tower." When you acquire a Pancake Tower, place it next to the Pancake Towers you have previously acquired (increasing the number of Pancake Towers).

The next lead player is the player who just won a Pancake Tower. Continue until players have only one card left in their hand.

**Pancake Chance:** When a player plays a card that has the same value as a card already on the table (color doesn't matter), a "Pancake Chance" occurs. The player who triggered the Pancake Chance must choose either "Itadaki" or "Sashiage" from the following options:

- "Itadaki": Take the top card from any Pancake Tower owned by a player who has already played a card with the same value, and stack it on top of any Pancake Tower they own (note that you cannot take the top card from a Pancake Tower that has only one card).
- "Sashiage": Give the top card from one of their own Pancake Towers to the top of any Pancake Tower owned by a player who has already played a card with the same value.

During Pancake Chance, you cannot give an X card to anyone.

After choosing either "Itadaki" or "Sashiage," the player earns 1 point for each card they moved (use chips or dice for scoring). It is possible for Pancake Chance to occur simultaneously for two or more

players. In that case, resolve them in any order you prefer.

The last card remaining in each player's hand should be placed simultaneously on top of any Pancake Tower they choose. Then, proceed to calculate the scores.

SCORING: After the last card was played, proceed to scoring:

- 1 point for each Pancake Tower (the number of cards in the tower does not matter)
- 1 point for each card moved during Pancake Chance.
- Additionally, the visible value of the top card of each Pancake Tower in front of a player contributes as bonus points (X is worth 0 points).

Once the scores have been recorded, gather all the cards, shuffle them, and proceed to the next round. In the second round and onwards, the player who won the last trick becomes the lead player.

Play a total of 4 rounds, and the player with the highest score wins. In the event of a tie, the victory is shared.